

100

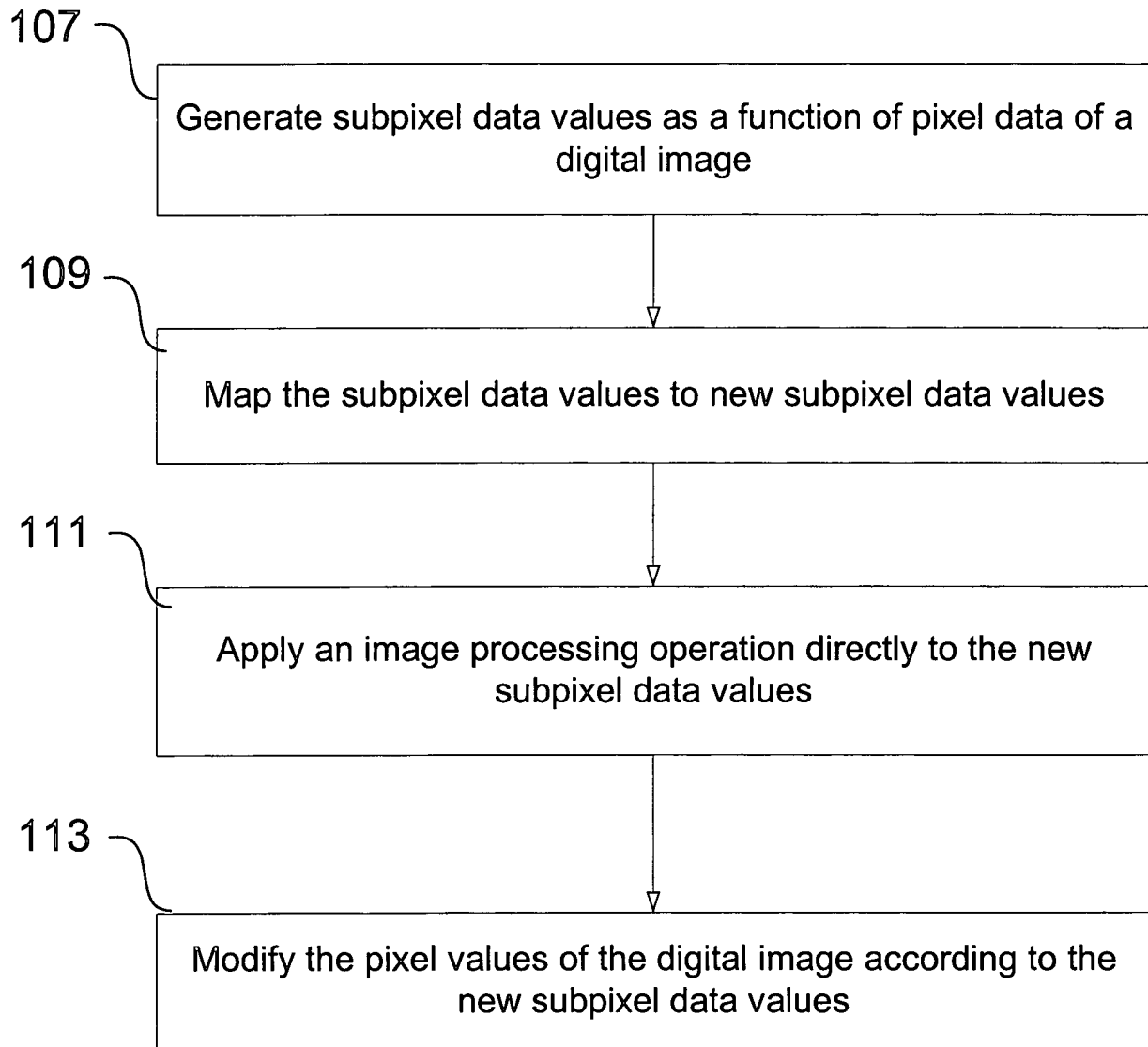


FIG. 1

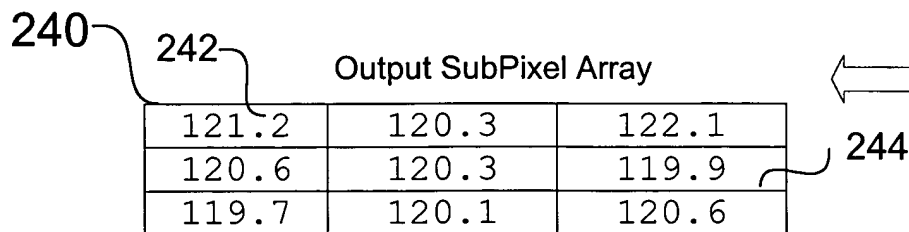
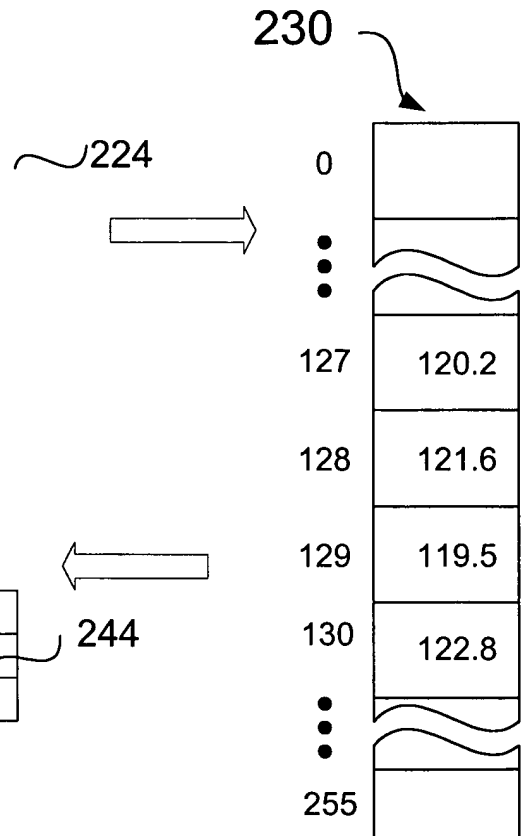
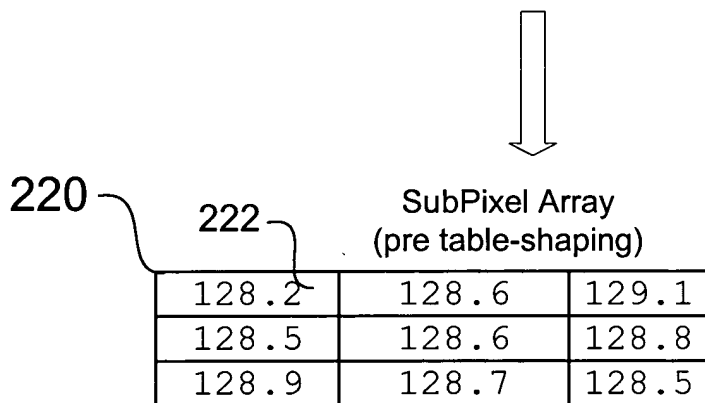
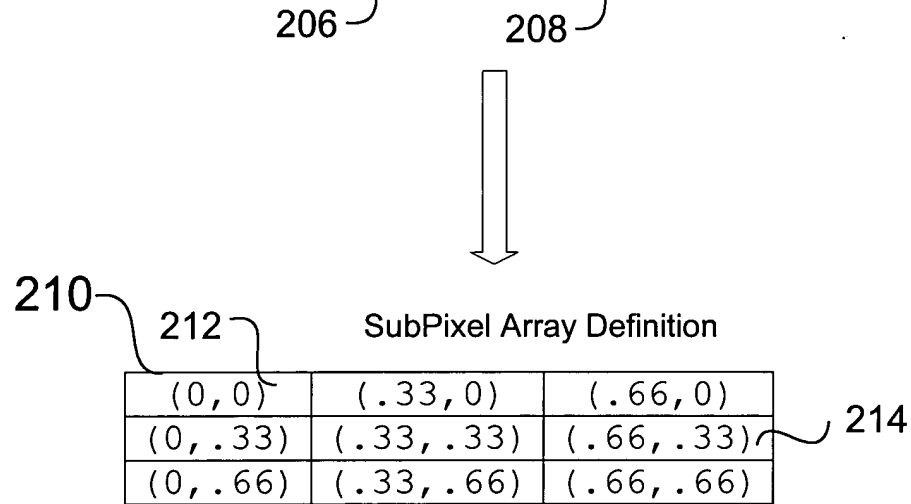
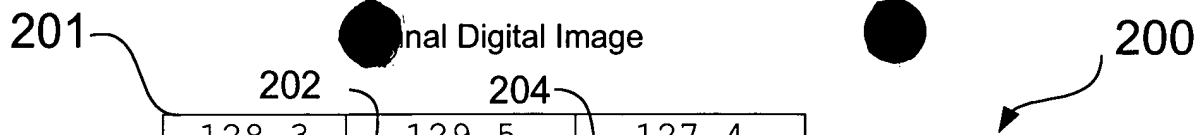


FIG. 2

FIG. 3 is a block diagram of a system 300 for performing a shading operation 320. The system 300 includes an image data block 303, a shading operation block 320, and a lookup table 313. The image data block 303 provides input to the shading operation block 320. The shading operation block 320 includes a grid of SPA blocks (SPA1 through SPA9) and a lookup table 313. The lookup table 313 provides input to the SPA blocks. The shading operation block 320 performs a shading operation based on the input from the image data block 303 and the lookup table 313. The shading operation block 320 includes a grid of SPA blocks (SPA1 through SPA9) and a lookup table 313. The SPA blocks are arranged in a 3x3 grid. The lookup table 313 is a 3x3 grid of values. The shading operation block 320 performs a shading operation based on the input from the image data block 303 and the lookup table 313. The shading operation block 320 includes a grid of SPA blocks (SPA1 through SPA9) and a lookup table 313. The SPA blocks are arranged in a 3x3 grid. The lookup table 313 is a 3x3 grid of values. The shading operation block 320 performs a shading operation based on the input from the image data block 303 and the lookup table 313.

300

303

Image
Data

310

SPA1	SPA2	SPA3
SPA4	SPA5	SPA6
SPA7	SPA8	SPA9

Lookup
Table
313

320

Shading Operation

ITERATION ONE

(0, 0)	(0, 3)	(0, 6)
(3, 0)	(3, 3)	(3, 6)
(6, 0)	(6, 3)	(6, 6)

ITERATION TWO

(1, 0)	(1, 3)	(1, 6)
(4, 0)	(4, 3)	(4, 6)
(7, 0)	(7, 3)	(7, 6)

ITERATION THREE

(2, 0)	(2, 3)	(2, 6)
(5, 0)	(5, 3)	(5, 6)
(8, 0)	(8, 3)	(8, 6)

ITERATION FOUR

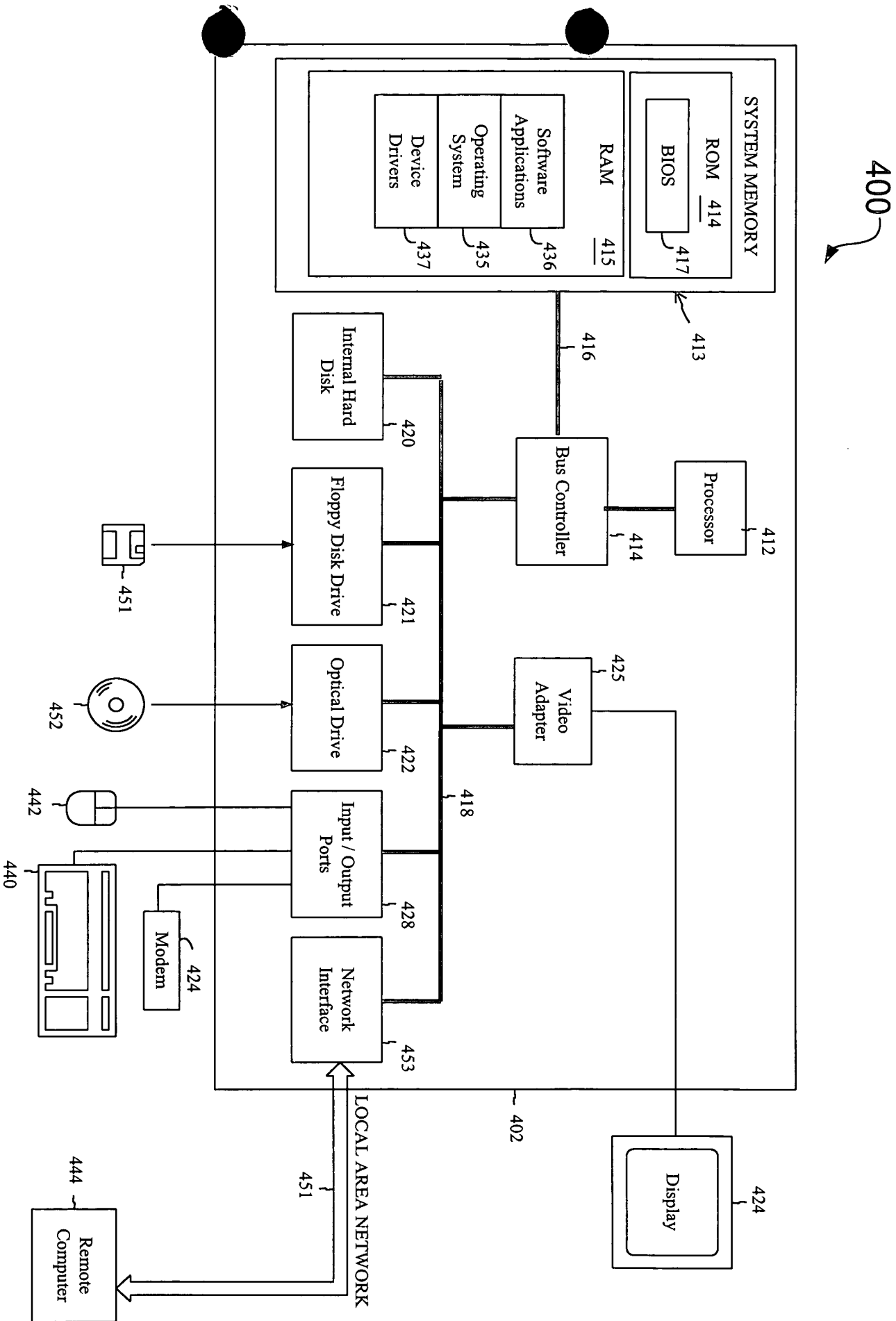
(0, 1)	(0, 4)	(0, 7)
(3, 1)	(3, 4)	(3, 7)
(6, 1)	(6, 4)	(6, 7)

ITERATION NINE

(2, 2)	(2, 5)	(2, 8)
(5, 2)	(5, 5)	(5, 8)
(8, 2)	(8, 5)	(8, 8)

...

FIG. 3



400

FIG. 4

FIG. 4 is a block diagram of a computer system 400. The system 400 includes a processor 412, a bus controller 414, and a system memory 413. The system memory 413 includes a ROM 414 and a RAM 415. The RAM 415 includes software applications 436, an operating system 435, and device drivers 437. The processor 412 is connected to the bus controller 414, which is connected to the system memory 413. The bus controller 414 is connected to a central bus 416. The central bus 416 is connected to a vertical bus 418. The vertical bus 418 is connected to an internal hard disk 420, a floppy disk drive 421, an optical drive 422, input/output ports 428, and a network interface 453. The vertical bus 418 is also connected to a video adapter 425. The video adapter 425 is connected to a display 424. The input/output ports 428 are connected to a modem 424, a mouse 442, and a monitor 440. The network interface 453 is connected to a remote computer 444 via a local area network 451.